

SBA CE

Santa Barbara Atari Computer Enthusiasts

AUGUST 1987

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Desk File View Options



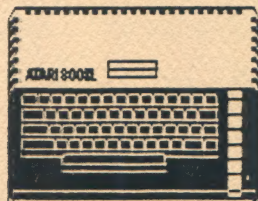
CONTENTS

P. 2 - Hot News
3 - Voice Master
4 - Secretary's Corner
5 - Arcade Games

P. 6 - Datamanager ST
7 - Logo Graphics
10 - Club Information
Meeting Info

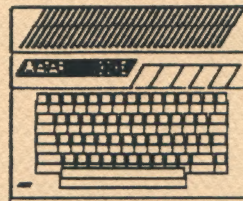
ATARI COMPUTERS

AUG



HOT NEWS

BY: FRED OLIVAS (SBACE)



1987

Have you upgraded the memory in your Atari 8-bit yet? If you haven't done so and are considering doing it, then NOW is the time. Very soon now the price on 256K RAM chips are going to go up due to the U.S. of A's trade imbargo with Japan. Memory upgrades are now as low as they'll get! Do it and take advantage of the new software being developed that will allow you to get the most out of your 800, XL or XE. You won't be sorry, I promise.

Now on to the NEWS: It seems that with expanded memory 8-bits, hardware manufacturers are developing new operating systems to take advantage of the extra memory. Things never before possible on an Atari 800 computer.

ENERGY CONCEPTS (1404 Brewerton Dr. #354, Sacramento, CA 95833) has created a new O.S. to take advantage of memory enhanced machines. The EXPANDER has a built-in translator, G-DOS, the ability to break from any program, coldstart without switching off your computer and gives you the ability to boot from your RAMdisk! Gives you a truly SUPER XL! The price: \$49.95 + tax.

Until now, Hybrid Arts was the ONLY manufacturer of a MIDI unit for the Atari 8-bits. No longer are we limited to one developers software and hardware. BEST ELECTRONICS, 2021 The Alameda, Suite 290, San Jose, CA 95126 is the first dealer in the US to carry the MIDI MIX by Mizztronics. The ad states that, "This is the lowest cost MIDI interface unit available to date. Check out these features: Midi Music system software by Lee Actor, programmer of the renowned Advanced Music System, ability to control up to 16 different MIDI instruments all at the same time, and is the only MIDI 8-bit interface that has an extra 510 connector for daisy-chaining your peripherals. Price: \$225.00 with a one year warranty!"

Three HOT new game for this summer is "Trailblazer" from Mindscape. A cross between "Ballblazer" (Lucasfilm/Epyx) and "Rainbow Walker" (Synapse).

Here's the latest info on the Mac emulator (Magic Sac) from Data Pacific. The current revision is up to 4.35 now. It is able to run on the color monitor! Some of the programs reported to now work flawlessly with the Sac include: Microsoft Word 3.0, Excel and Pagemaker 2.0. The Magic Sac disk drive adapter hardware is finished! Now Magic Sac users will be able to read Mac disks directly from the Atari ST drives!

Now for a word about Atari's image as a game machine. For a while now, Atari has tried to shed the image of "just-a-game-machine"; without much success. Well they've decided that the image of a game machine isn't so bad after all. In fact, it could be more beneficial than harmful. In the next few months, watch for Atari to promote their computers as "ultimate game machines". With their revamped 2600 units and the recently released 7800 game machine they are hot after the consumers dollar. After all, it was games which started Atari and it was games that made them so large. Soon Atari Explorer and ANALOG magazines will begin video game coverage on a limited basis.

Another newsworthy item is that Atari is going to be the first computer company to have their own booth at the Chicago NAMM (National Association of Musical Merchants) show. Ataris attitude is, "We want to OWN the MIDI market!"

Some HOT new releases for the ST this summer are:
AIRBALL - Michtron A Marble Madness type of game.
DIGI DRUM - Michtron A digital drum sequencer.
GFA OBJECT - Michtron Like Antic's CAD 3-D but much easier to use and you can take the pictures and use them in BASIC, Vector and GFA DRAFT PLUS.

The final note: REMEMBER, SOFTWARE PIRACY HURTS EVERYONE. DON'T ACCEPT COPIES AND SUPPORT YOUR LOCAL DEALER.

SBACE

COVOX VOICE MASTER: amazing voice recording/playback/recognition system.

By Scott May
FORUM-80 BBS, in Columbia, MO

\$89, from Covox Inc.; COVOX INC.,
675 Conger St., Eugene, OR 97402;
(503) 342-1271.

Designed by John Stewart, Brad
Stewart, and Ned Higgins.
Disk and hardware unit.

Despite unparalleled sophistication among today's electronics consumers, advanced technology remains, for the most part, financially out of reach. Electronics breakthroughs make interesting headlines, but to the average person, it might as well be science fiction. Covox Inc. is a significant exception to this unwritten rule. With its amazing Voice Master, Covox has perfected the art of applied technology on a personal and affordable level. This accomplishment is even more remarkable when you consider the potential of this incredible product. On the surface, the Voice Master is a tool that allows you to record, edit, and play back speech using a microcomputer. Although digitized speech is hardly ground-breaking, the voice Master goes several steps beyond. Instead of the impersonal, robotic sound of a machine, what you hear is your own voice, recorded through a microphone linked directly to your computer. Whatever inflection, resonance, or subtle accent that makes your voice unique is captured in the computer's memory and can be played back in some truly creative ways. Up to 64 words or phrases can be held in memory at one time. Using disk access, your available vocabulary is virtually unlimited.

Voice Master also gives your

computer the power of voice recognition. Using simple Basic programming, the computer can be trained to respond to your spoken commands. Commands usually carried out through keyboard or joystick input can be easily controlled by your voice alone. This verbal interaction between man and machine can be used to open doors to a new world. The tools are at your disposal. The key is your imagination.

Do you love music but can't read a note? A Voice Harp program is included that allows you to whistle, sing, or hum into the microphone and compose music in three-part harmonies. Notes are instantly displayed on a scrolling musical staff that can even be printed out. Are you off-key? Enter the powerful music editor to change notes, pitch, volume, and tempo. Finally there is a music processor that absolutely anyone can use with perfect results!

These are just the basic ingredients of this productive and creative tool. About the only thing more staggering than Voice Master's capabilities is its low production cost.

At a retail price of less than \$90, Covox has produced a remarkable device that rivals similar components costing thousands more. The designers have proven that even so-called toy (8-bit) computers can out-perform systems with inflated price tags. The Voice Master brings high tech down to earth.

The Voice Master package contains a small interface box, about the size of a Sony Walkman, which plugs directly into a joystick port of the computer. A featherweight headset, with

(continued page 4)

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earphone and sleek microphone, is connected to the interface.

The disk itself contains a number of ready-to-use programs, as well as the main "driver" routines that bring Voice Master to life. These main programs, called machine language "wedges," are like mini operating systems. They enable the computer to understand and execute many new BASIC commands used with Voice Master.

More significantly, these powerful wedges allow your speech to be entirely software-based. Speech created with Voice Master can be included in your programs and played back by any compatible computer, with no additional hardware needed.

Software companies such as Firebird and Mastertronic have used speech created with Voice Master in many of their programs. Now you can too.

The documentation for Voice Master is extremely clear for a product of this magnitude. Three separate instruction manuals describe in detail all aspects of voice recording/playback/recognition, use of the incredible Voice Harp, and how to include Voice Master speech in your own programs.

The potential uses for Voice Master are wide open. Covox is currently developing software enhancements for many practical applications. When interfaced with wireless remote control devices, users could control lights and other electrical appliances entirely with voice commands.

This would open new doors for the needs of the handicapped. Plans are also underway to develop computer keyboards for disabled people, operated by voice

recognition. Several rehabilitation centers in the U.S. and abroad already use the Voice Master as an aid to the physically impaired. Other areas of interest could include household or business security systems.

Voice Master is a low-cost, versatile wonder, and one of the few products I can think of that literally sells itself. This is one investment that will continue to amaze you for years to come.

SECRETARY'S CORNER - Caroline Connor

July 14, 1987

Opening Announcements

A 520ST is available from an out of town source for \$439 (see page 6).

At the end of July, ACENET will have its final meeting prior to the September Atari Fair. Someone is needed to attend that meeting to represent SBACE. Contact Conrad if interested.

A new Basic is available for the ST. The manual and disc is for sale by the club thanks to Ken Smith. The cost is \$10. It was developed and produced by DTack-Grounded Inc.

P.C. Ditto by Vanguard Software uses a color monitor only. But it does run about 90% of P.C. software. The price is \$90.

Members Only Drawing

On the first try, John Kalstrum won! The September 1986 issue of Antic with disc was his choice to take home. Disc of the Month

8-bit. This is another good one if you have Print Shop. More icons to be added to your program to make it even better.

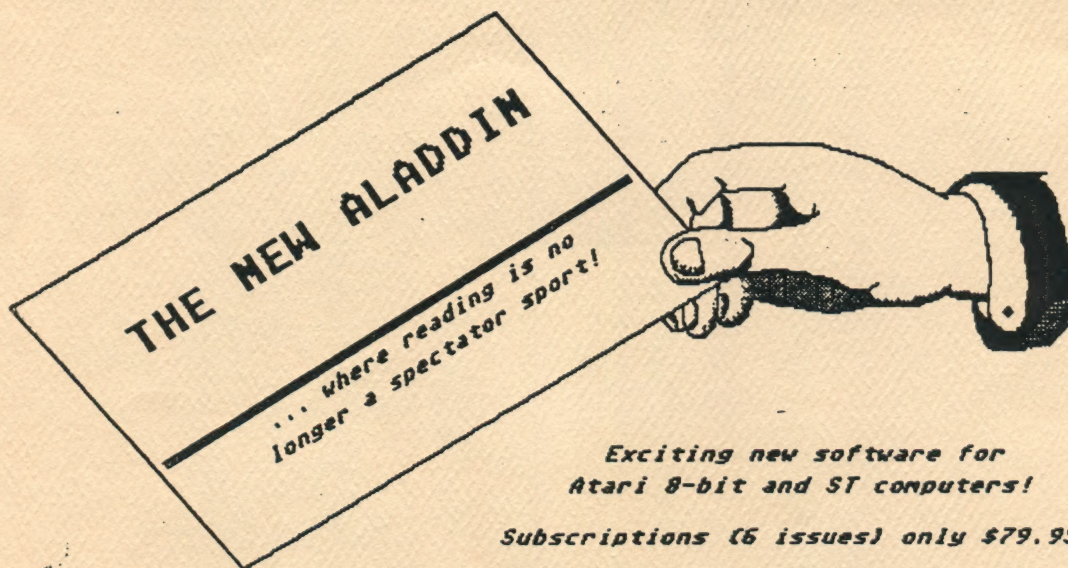
16-bit. This one came from Germany complete with some German text! Its a chess game aimed at the average player which means fun and not frustration. That evaluation is by Jim Patchell who "found" the program on the bulletin board!.

The big event was a demo of Aladdin by Jerry Humphrey. This magazine on a disc is a product of Disc Publications in Dallas, Texas. Aladdin is a bi-monthly publication (6 issues a year) with a \$79. per year subscription cost. (Single copies are \$19.95 each.) The 8-bit version is on 3 double sided discs and the 16-bit is on 2 double sided discs. It's format is much like any good quality magazine. There are articles on finance, fiction, games, recipes, etc. But there is one unique difference. Some articles are "interactive"! Imagine asking questions of the main character in a story and getting an answer! It was a good demonstration. Conrad will be on vacation next month and the meeting will be chaired by Paul Menconi. See you there?

Atari Video Arcade Games

To Be Published by
Mindscape

Mindscape and Atari have signed an agreement that will allow Mindscape to release home computer versions of "Paperboy" and "Gauntlet". Other popular video arcade games to be released by Mindscape include "Road Runner", "Road Blasters", "Gauntlet II", and "720". Most popular home computers will have access to these excellent game programs.



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Atari 8-bit and ST computers!

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in Texas call collect
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Software Review: Datamanager ST

Stiv Ostenberg, SBACE

I recently bought an Atari 1040 ST along with three integrated programs. The programs were Word Writer, Swift Calc, and Data Manager. The data generated on any one of the programs can be ported over to one of the others, for use in report writing etc.

I am not a computer expert, and I was a little frightened at the thought of trying to manage a massive data base. The other program I had seen (DB Man) looked more efficient, and has some features I wish Data Manager had (programmed sorts) but looking through the users manual seemed like reading a manual on quantum mechanics. Data Manager has an extremely simple menu, and many features I had not expected to find. In form print mode, you can design a form that the data will fill out during print. It is simple to use, using the mouse and icons for text blocks.

The sort procedure is also quite simple. A pull down menu, state your parameters for a search, and VOILA! Its done. Still a complicated search using multiple fields has to be done one step at a time (hence my regret over the lack of sort programming).

On the whole, however, I found Datamanager easy to use, and recommend it to other casual type users.
Stiv

Editor's Note: You may remember Stiv's excellent music program "SYNPRO" for the 8-bit Atari computer. Lifelike stereo sound on an 8-bit computer!



Looking for more
PRINTWARE?

DISK INSERT on D-O-M #28
provides a sleeve sized
insert of your disks
contents. Very handy!



"Friendly no, but it is user tolerant."

P.S. FUNNIES

FRED OLIVAS

Alright you clowns. We're
not gonna take this
lying down!



Atari Corp. is getting too
aggressive. I want you to
get out there and push
our own computers!



Sure thing boss!
No problem!

ATARI ST DEALERS

DEALER NAME	PHONE NO.	520 MONO	520 COL	1040 MONO	1040 COL
PARADISE-SLO	1-544-7127	\$549	\$749	N/A	N/A
PAUL LEWIS-SLO	1-544-8347	\$599	\$799	\$799	\$999
SOFTWARE 1ST	415-459-1475	\$439	\$599	N/A	N/A

LOGO GRAPHICS ENJOYMENT

by Conrad Weiler, SBACE

LOGO is a generic computer language that has similar versions playing on a wide variety of popular computers. Atari's 8-bit version from LCSi (Logo Computer Systems, Inc.) made its appearance about three years ago. This is the same company that produced Apple LOGO for the Apple computer.

When the ST's came out in 1985 they had free software including DR LOGO (Digital Research) that originally been produced for IBM and cost \$395 per program. Atari, in their usual understatement of value, never made much about the great LOGO program included with the ST computers.

LOGO is a very deceptive language. Easy enough for young children to use with turtle graphics - yet, challenging and sophisticated for the most knowledgeable computer programmer. Much like chess, LOGO is easy for learning the moves but difficult to master. Many times it seems like the oriental water torture routine when trying to figure things out. It is a wonderful language to use in training the thinking process.

LOGO is an offshoot of LISP - the list processing language familiar to followers of artificial intelligence (AI). LOGO has a number of interesting programs that can be built with word lists and simple forms of AI demonstrations can be produced. These will be discussed in a future article.

The present program, Kaleidoscope, tries to present a program that both groups of Atari users may enjoyably use. The two Atari LOGO's (8-bit and 16-bit) have some differences but far greater similarities as the present graphics program tries to show by running on either machine. If you have the old 8-bit Atari LOGO cartridge - dust it off - fire it up and give the Kaleidoscope

program a try. ST users' can load their LOGO program by double clicking on the program (LOGO.PRG). Next, load the program which you have typed-in * from this article (or 8-bit and 16-bit users' may download from the WIMP BBS, 805-967-5264, if you have a modem). Once the program has loaded, type IMAGE to start the graphics program. You will see ten geometric objects drawn on your screen and each time you press a key you'll get ten more until you are satisfied with your kaleidoscopic art production (see accompanying graphic demos). I only have a monochrome monitor for my ST but the program should run in Low and Medium Res mode on ST's. Somebody may want to add a colorful addition to the ST version.

ST users' should select the Stop feature from the desktop when finished. They can either save their picture (Save Pic from desktop) or screen dump it if they have a printer (Alternate/Help keys are pressed). 8-bit users' may also do this but it takes a Save Pic program and screen dump capabilities.

Type CS (clearscreen) to clear the graphics screen and type IMAGE to start a new graphics production.

Maybe you would like to prepare a slide show of your best "kaleidoscope art pictures". I would suggest using a Ram Disk (if you have one) for rapidly displaying your pictures. Are you pleasantly surprised at what a 1.1 K size LOGO graphics program can produce? You should be.

Finally, this program lets 8-bit and 16-bit Atarians to use the same program and communicate between machines and users'. It also tries to breakdown the tower of Babel between Atari and other computers.

Many thanks go to that computer wizard, David Thornburg, who presented this program in his excellent book "Computer Art and

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(cont. from P. 7)

Animation" from Addison-Wesley, 1984. I have made some modifications so that it will run on the ST. Other books and articles of interest to Atari LOGO users' are:

"Atari ST LOGO User's Guide" by Gerhard Sauer, Abacus Books, 1986.

"Beyond Turtle Graphics" by David Thornburg, Addison-Wesley, 1986.

"LogoWorks" by Solomon, Minsky, and Harvey, McGraw-Hill, 1986.

"Turtle Geometry" by Abelson and diSessa, MIT Press, 1980 (paperback issue, 1986)

"BYTE" magazine, August, 1982. An issue devoted to the use and philosophy of LOGO.

Notes: * 8-bit program, if typed-in, should have 5th line in TO IMAGE procedure changed to

MAKE "DIST RANDOM 60

This compensates for graphics screen differences between 8-bit and 16-bit computers.

* also, 8-bit program should add:

SETPN RANDOM 3 PENUP

after line 5 (to add more color to screen)

If you want to have still more graphics fun - try changing numerical values in TO WINDMILL procedure in 2nd line.

REPEAT 10 [FD :DIST PENDOWN RUN :LIST PENUP BACK :DIST RT 36]

Try any combination of numbers that gives 360 as product (e.g. 10 X 36 = 360)

for instance, REPEAT 6 DIST RT 60 (6 X 60 = 360)
or, 20 and 18
8 and 45
etc.

KALEIDOSCOPE PROGRAM

TO TRIANGLE :SIZE
LT 30
DRAW 3 :SIZE
RT 30
END

TO DRAW :SIDES :SIZE
REPEAT :SIDES [FD :SIZE RT (360 / :SIDES)]
END

TO DIAMOND :SIZE
LT 45
DRAW 4 :SIZE
RT 45
END

TO PATT11 :SIZE
LT 30
REPEAT 2 [FD :SIZE RT 60 FD :SIZE RT 120]
RT 30
END

TO OCT :SIZE
LT 67.5
DRAW 8 (:SIZE / 2)
RT 67.5
END

TO PATT12 :SIZE
LT 60
FD :SIZE RT 60 FD :SIZE RT 120
FD :SIZE LT 60 FD :SIZE RT 120
FD :SIZE RT 60 FD :SIZE RT 120
END

TO STAR :SIZE
LT 18
REPEAT 5 [FD :SIZE RT 144]
RT 18
END

TO IMAGE
HT PU
MAKE "LIST [STAR DIAMOND OCT PATT11 PATT12 TRIANGLE]
MAKE "NAME SE PICKRANDOM :LIST (20 + RANDOM 30)
MAKE "DIST RANDOM 110
WINDMILL :DIST :NAME
MAKE "NAME RC
IMAGE
END

Continued P. 9)

SBACE

(cont. from P. 8)

```
TO PICKRANDOM :LIST
OUTPUT PICK (1 + RANDOM (LENGTH :LIST)) :LIST
END
```

```
TO PICK :NUM :LIST
IF :NUM = 1 [OUTPUT FIRST :LIST]
OUTPUT PICK (:NUM - 1) (BUTFIRST :LIST)
END
```

```
TO LENGTH :LIST
IF :LIST = [] [OUTPUT 0]
OUTPUT 1 + LENGTH BUTFIRST :LIST
END
```

```
TO WINDMILL :DIST :LIST
REPEAT 10 [FD :DIST PENDOWN RUN :LIST PENUP BACK :DIST RT 36]
END
```

```
MAKE "LIST [STAR DIAMOND OCT PATTI1 PATTI2 TRIANGLE]
MAKE "DIST 3
MAKE "NAME [STAR 49]
```

P.S. Program listing is for monochrome ST.
For ST low res color add lines

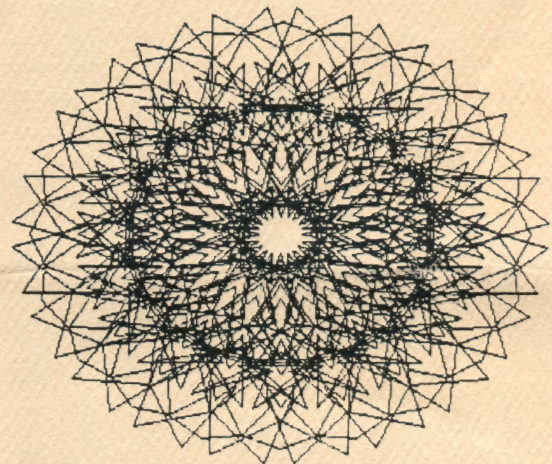
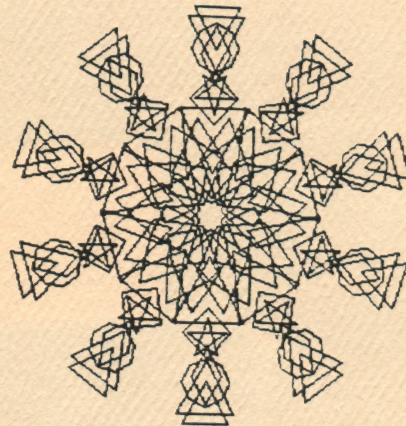
```
SETPC RANDOM 16
PENUP
```

after fifth line in TO IMAGE procedure.

For ST medium res color add lines

```
SETPC RANDOM 4
PENUP
```

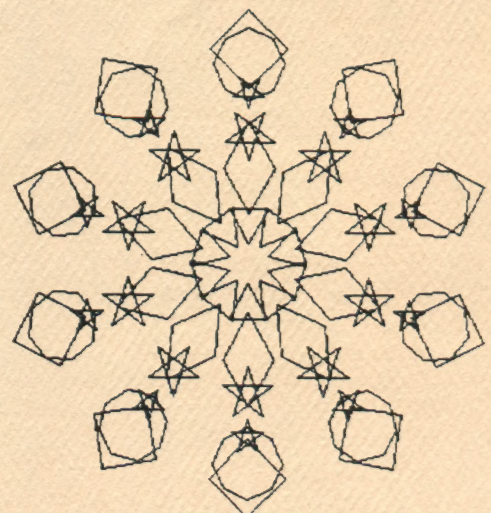
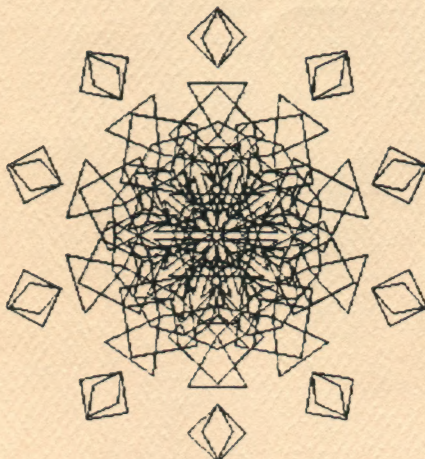
after fifth line in TO IMAGE procedure.



Kaleidoscope examples

Desk File Run Edit Settings

GRAPHICS DISPLAY



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All are welcome to log on!

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Santa Barbara, CA
93130

*** Next General Meeting ***

Tuesday - August 11th - 7:30 pm

Glendale Federal - State at Hitchcock

AGENDA

- * Nominations for New Officers
- * Disk of the Month
- * MIDI scoring program demo
- * Free software drawing

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